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Windows 95™

DOS/Windows 3.x

Common Section

Interplay™

BY GAMERS. FOR GAMERS.™

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‹VIRTUAL›
POOL ™

Thank you for purchasing Virtuol Pool. Your Virtuol Pool CD-ROM contoins both the originol Dos ond Windows 3.x version of Virtuol Pool as well os o completely revomped Windows 95 notive version.

To properly exploin your options in both versions, this monuol is broken into three moin sections. The first section, poges 3-11, covers the instollotion ond menu options for the Win9S version. The second section, poges 12-30, covers the originol Dos ond Windows 3.x. The lost section of the monuol contoins lists of control keys for both versions os well os instructionol information regording the gome of pool.

Windows 95 System Requirements

IBM/Tondy 100% compatible running Windows 95™. 486-66 or faster microprocessor with 8 MB of RAM. 8 MB of hard disk spoce required. CD-ROM drive ond mouse required. Recommended: Pentium™ or faster microprocessor with 16 MB of RAM, double speed CD-ROM, locol bus or PCI video card with 1 MB of video RAM, SoundBlaster™ or 100% compotible sound card.

Note:
Virtuol Pool must have a 256-color polette to run. If you have more colors thon this selected, Virtual Pool will only run in full-screen mode and will chonge to 256 colors while it is octive. If you wish to run Virtual Pool in o desktop window, chonge the Color Polette setting to 256 colors (this con be found by opening the Control Ponel from within the Settings option in your Start menu. Within your Control Ponel select the Disploy icon ond choose the Settings tob in the Disploy window. The Color Polette option will be ot the bottom left of the resulting window.)

How to SETUP Virtuol Pool

Put the Virtuol Pool disc into your CD-ROM drive. The Windows 95 AutoRun feoture will come up ond start the Setup for you. Yau can also select Run from your stort menu ond run d:/WINDOWS/SETUP.EXE (where d: is the letter of your CD-ROM drive). Setup will feod you through the process thot will install Virtual Pool on your hord drive and creote the Virtual Pool gome icon ond Progrom Group.

Please toke some time and fill out the Electronic Registrotion form. A few minutes of your time will get you occess to free Interplay demos, product updates, discounts on products, ond more.

After Virtuol Pool is installed, the setup progrom will check to see if you hove DirectX 3 or later installed on your system. If you do not, you will be osked if you wish to Install it. Select yes to install.

After both Virtuol Pool and DirectX 3 ore installed on your system, click on the Pool icon in the Virtuol Pool for Windows group under Progroms in the Start Menu.

Starting the Gome

Ploce the Virtuol Pool disc into your CD-ROM drive. The Autorun feoture will start Virtual Pool, or you can select the Virtuol Pool opplication from the Virtuol Pool far Windows menu in your Programs menu. If you have your Color Palette set to 256 colors, you con ploy either full-screen or in a scaleoble desktop window. If you are using more colors, Virtual Pool con only be run full screen.

Getting a Quick Start

After some introductory screens, the Virtual Pool game screen will come up. The game screen consists of your Menu Items, Status Area, Pool Window, and Action Bar. These areas will keep track of everything in the game for you.

By default the game starts a two player game of Nine-Ball with Player One in Aim Mode. By moving your mouse left or right you can adjust the Aim. Moving the mouse forward or back tilts the view of the table. Hold down the left mouse button while moving the mouse forward or back to increase or decrease the Zoom level.

When you are satisfied with your aim, press and hold the S key. Your mouse is now connected to the cue stick. As you move the mouse back and then forward, the cue stick will move in response. Move the mouse forward slowly for a light tap and quickly for a more powerful shot. Press ESC to bring the mouse cursor back onto the screen at any time and bring up the Menu Items if they are hidden. You can find a complete description of the game controls in this manual on pages 31-34, or check out the online Help.

The Game Window

The game screen is broken into 4 basic areas: the Menu Items at the top of the screen (these are hidden when playing full-screen), the Game Status area at the top of the screen, the playing area in the middle of the screen, and the Action Bar which goes across the bottom of the screen.

Menu Items
Game Status
Playing Area
Action Bar

The Game Status shows the player names and status of the current match. The scores that are kept for each type of pool game vary, but in general there will be a column for score and a column for the number of games won. During some games an icon of the ball you are supposed to be hitting will appear next to the player name. For example, when playing 9-ball, an icon for the lowest ball on the table will appear next to your player name when you are shooting. Any fouls that are committed are also displayed prominently at the right side of this area.

The playing area is devoted to your "virtual" pool table. You can play the game from any angle you like, using Virtual Pool's unique 3D world to line up your shots just like you would in read life. Check out the online help or Keyboard Controls (page 31-34 in this manual) for information on how to move around the table, take shots, and more.

The Action Bar at the bottom of the screen displays information about the current shot and shot mode. The left side of the bar will show the current mode the player is in. For example, if you are getting ready to shoot the ball and are holding S on the keyboard, this will display "Shoot Mode". A brief description of your options while in this mode is displayed just to the right of this. If you are in shoot mode as described above, this will display "Stroke Cue", which lets you know that moving the mouse at this point will stroke the cue. The Cue Angle and Replay Rate are displayed on the right of this menu.

Menu Items

All of the available game options and settings can be easily customized and changed using the pull-down menus at the top of the screen. While you are playing, your mouse is actively controlling the cue stick and your shot; to enter the menu system you must first press ESC to make the menus and your cursor active.

Listed here are all of the menu headers and the options available under each:

File

New Game
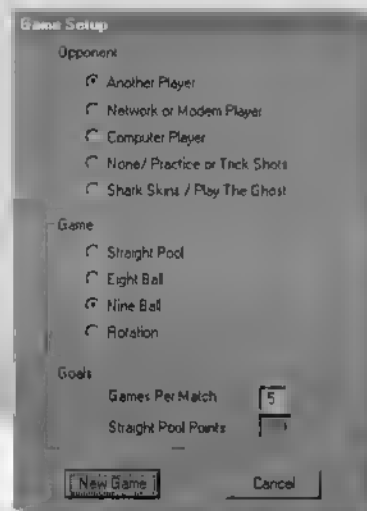
This will bring up the New Game Setup menu which contains several options for your next game.

The Opponent section lets you choose your opponent from one of the following options:

Another Player:	play another player on the same computer.
Remote Player:	play another player on another system via network, modem, or serial cable.
Computer Player:	play a computer opponent.
None/Practice or Trick Shots:	play by yourself with no opponent
Shark Skins/Play the Ghost:	play Shark Skins, no opponent

The Game section allows you to choose from any of the four types of pool offered in Virtual Pool:

> Straight Pool
> Eight Ball
> Nine Ball
> Rotation

The final two options in the Goals portion of this menu allow you to customize the scoring for your match. You can change the number of games to play in each match or change the points goal for Straight Pool. When you are ready to start, click on Rack New Game.

Load Game (alt-L)

This option will allow you to load your saved games or any of the trick shots that came on the Virtual Pool CD. Just select the position you wish to load and click on Load Game.

Save Game (alt-S)

This will allow you to save the current game in the exact state it is currently in.

Demo

Selecting this option will send the game into a demo mode in which two computer opponents will play against each other at one of the variations of Pool.

Exit

Closes the program and returns you to your desktop.

Options

Quit Match (alt-Q)

Quit Match ends the current match, resetting the number of games won and the amount of fouls to zero. Both player names remain in the status area, and a new rack of the previous game is set up.

Change Turn (alt-T)

To change the shooting player, select this option. This option can be used to allow players to play variations of rules such as a Push-Out rule for nine-ball.

Kibitz (alt-K)

This option will have the computer automatically turn on tracking lines and set up your best shot. This function is only available when playing against "another player" as your opponent.

Miscall (alt-M)

Virtual Pool uses the honor system for calling shots. If you pocket the wrong ball or put a ball into the wrong pocket, you can declare a Miscall by selecting this option.

Draw Game (alt-D)

Selecting this option ends the current game in o draw, re-rocks the current game, and starts a new game.

Resign Game (alt-R)

By selecting this option, the current player forfeits the game and their opponent is assigned a win. The balls are re-rocked for the next game.

Change Name

This option will allow you to type in new names for human players in the game.

Spat/Packet Balls (Ins)

This option will allow you to remove balls from the table or place balls that are off the table back on. Balls that are currently on the table have a check in their checkbox. To remove them, simply click on the checkbox, and the ball will be removed from the table. When spotting a ball, the ball will appear at the top of the rack.

Preferences

The preferences menu allows you to change various options in the game to better suit your style of play.

Game

This submenu contains the following options
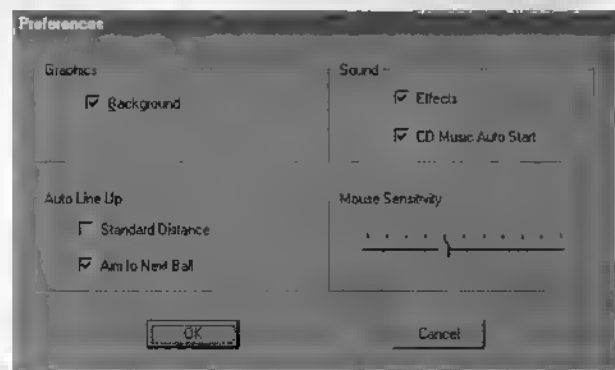
Graphics
Display Backgound (On, Off)
This will toggle the Virtual Pool room on ond off. If you are having performonce problems or just want to concentrate on the table more, try turning off the background.

Auto Line Up
Aim to Next Ball (On, Off)
This option will point your cue in the direction of the next ball if you are playing o game such as nine ball where the rules dictate which ball must be hit. This will only point you in the general direction however, don't expect Virtual Pool to do the aiming for you!

Standard Distance (On, Off)
If you have Standart Distance on, the beginning of every shot will be the same default distance from the table. With this option off, the camera stays at the distance it was at the end of the last shot. This option is for players who like to use the zoom option often. If you do zoom a lot, you may find the turning Standard Distance off may save you some time.

Sound Effects (On, Off)
This allows you to turn on ond off Sound Effects in the game.

CD Music Auto Start (On, Off)
This determines whether the music will start up when you first start playing pool.

Mouse Sensitivity
If you want your mouse movements to be more exaggerated, or perhaps a bit less drastic, change the sensitivity of the mouse with this option.

Status Font

This option will allow you to dictate the font, style, and size for in-game text.

Chat Font

This option will allow you to dictate the font, style, and size for your chat-window.

CD Control

This will bring up a typical CD controller box which will allow you to switch tracks on the Virtual Pool CD, or when listening to your own music CD's.

Videos

The video menu will give you access to the extensive library of tutorial and trick shot movies that are included with Virtual Pool. Available options are:

History of Pool
Pool Techniques
Trick Shots
   1 and 3 Ball Shots
   2, 4, and 6 Ball Shots
   Shots using 15 Balls
   Position Shots
   Ball Clearance Shots
   Stroke Shots
   Escape Shots
   Mosse' Shots
   Miscellaneous Shots

Display Modes

This pull-down menu will let you choose from a number of resolutions from which to play the game.

Desktop Window
To play Virtual Pool in a desktop window, the Color Palette must be set to 256 colors. If this is changed (under Settings in the Display portion of your Control Panel), you will be able to play Virtual Pool in a scalable desktop window.

The other available resolutions for full-screen play are:
640 x 480
800 x 600
1024 x 768
1152 x 864
If you are experiencing problems with the speed of the game, reduce your screen resolution and your frame rate should increase significantly.

Network and Remote Play

You can play Virtual Pool over a network, TCP/IP, modem, or null-modem connection. Getting connected is easy. First make sure that your remote device (modem, network hookup, etc) is on or ready to go. Select New Game from the File menu and choose Network or Remote Player as your opponent and set up the type of game you wish to play. Click on New Game to begin and then select the appropriate connection from the resulting menu:

TCP/IP:	This allows you to play against another player via TCP/IP connection.
IPX Network:	If you are connected to a local area IPX driven network, select this option.
Modem:	To use your telephone modem, use this.
Serial:	To connect via serial cable (null-modem) use this.

Creating Games and Connecting to Remote Players
Each remote play mode will bring up a box asking if you wish to Create the game or Connect to a game. Before you start playing, decide who is going to host the game and who is going to join. If you are hosting, select Create. If you are going to connect to a game created by the remote player, select Connect.
Note: the player who Creates the game will determine the game type, point goals, etc.

Create
If you create the game, you will be asked to provide a name. This name will be broadcast to players who want to connect. Make sure that the player who is going to connect to your game knows what you have named it. Your game type, point and match goals will be used for the resulting game.

Connect
When you select this, you will be shown a list of available games to play. Select the name that was created by the remote player you want to play against.
Note: you must connect after the game has been created or else you will not see the new game.

Modem and Serial Connections
When using these connections, there will be another menu that allows you to set up your modem or serial connection settings. Virtual Pool will load the default setting for your device for you, but you can change these to better suit your remote connection if you wish.
When Creating a modem game, note that you need to click on Answer when you are finished. Since you are the host, the remote player will be dialing into your system. The user who Connects will need to put in the phone number and dial out.

System Requirements

IBM™/Tandy™ and 100% compatibles running DOS 5.0 or higher. 386/33 or better micro-processor required. Hard drive and keyboard required. Single speed CD-ROM drive required. VGA video card and monitor required. Requires 4 Megs RAM and 2MB Hard drive space. Mouse required. SoundBlaster™ or compatible sound card recommended. 486/66, double speed CD-ROM and SVGA video card and monitor recommended.

Note: High resolution operation requires 486/33 or better with selected local bus or PCI video cards. Multi-media videos require SVGA card to play.

You don't need a sound card to play Virtual Pool, but you won't get to hear any of the sounds or music without one.

To play Virtual Pool with a player on another computer, you can connect to the other system using a LAN (local area network), a telephone connection via modem, or a serial port connection using a null-modem cable.

DOS Installation

Insert the Virtual Pool disk into your CD drive and type d:\DOS\INSTALL.EXE (where d: is the letter of your CD-ROM drive). The installation program will then ask you for a destination directory. Specify a name for the directory you wish to install Virtual Pool into, or just hit <ENTER> to accept the default location of VPOOL. If you type in a directory that does not exist, the installation program will create it for you. The program will then copy some required files from the CD to your hard drive. Virtual Pool requires 2MB of hard disk space for installation.

Windows 3.x Installation

Insert the Virtual Pool disk into your drive and select "Run" from the Program Manager in the file menu. Type in d:\WINDOW3.1X\setup. exe, where d: is the letter of your CD-ROM drive. Setup will prompt you to a directory to install Virtual Pool into. Virtual Pool requires 2 MB of hard disk space for installation.

Virtual Pool will run on any system which meets the minimum system requirements. The default configuration after installation is low resolution (320 x 240) with no sound and a DOS mouse driver. The first time Virtual Pool starts up, it'll ask you about your hardware configuration. You can alter the configuration using the Video Setup, Sound Setup, and Device Setup Menus.

Be sure to load your mouse driver before starting Virtual Pool; or set up your Mouse from within the game using the special mouse driver included with the game.

Please remember to send in your registration card, for it will allow you access to technical support and make you eligible for available updates.

Starting Virtual Pool

To start Virtual Pool, put the Virtual Pool Disk into the CD-ROM Drive, enter the directory where Virtual Pool was installed and type POOL. When you begin Virtual Pool for the first time, the game SETUP menu will appear, allowing you to configure the game for use on your system. Included in the setup program are Video Card, Sound Card Setup, and Mouse Setup.

Video Card Setup

The default video setup is 320x240 VGA, which will function properly on all VGA or SVGA video cards. Virtual Pool uses special video drivers that support resolutions up to 1024 x 768 depending on the type of video card installed in your system. From the Video Setup Menu, you can choose to select your video driver from a list or use the Auto Detect feature to scan your system and attempt to make the selection for you.

Select from List:
The Video Setup will list the drivers for particular video cards, based on the actual chip that is built into the card. If you know which chip your video card uses, simply select it from the list. The setup program will then scan your system for this chip, and, if found, will configure the game to use the correct setting.

Auto Detect:
If you are not sure which setting is correct for your system, you can try the Auto-Detect function, which is located at the bottom of the list. Note that because of the vast number of possible video cards, the auto-detection may not always be able to determine the correct settings, and on some systems it may even cause your system to crash. Don't worry, your computer and the game will be fine – you'll just have to restart your computer and run the setup program again.

Sound Card Setup

Simply select your sound card from the list, or choose "NONE" if there is no sound card installed in your system. Once this option has been configured, the Virtual Pool Main Menu will appear.

Mouse Setup

You can choose the Virtual Pool serial driver if you have a 100% Microsoft-compatible mouse. For any other mouse, choose "DOS Driver," and make sure a DOS mouse driver is installed.

Running Virtual Pool

When you start Virtual Pool the Main Menu will appear, displaying the following options:

Animated History of Pool
Selecting this option starts the "Animated History Of Pool" video.

Games of Pool
Selecting this option opens the Games Menu, which offers video guides to the different games of Pool. Included are specific instructions and strategies for playing 8-Ball, 9-Ball, Straight Pool, and Rotation.

Virtual Pool Tutorial
Select this option to start Virtual Pool's Video Tutorial, which contains step-by-step instructions for playing and configuring Virtual Pool. Learn about Virtual Pool's different game modes, sound and video setup, and playing the game over modem and network connections.

Virtual Pool Tip:
Playing Movies
When playing movies, the following key controls can be used:

ESC, Spacebar —	Terminate movie.
S —	Single step
Enter —	Continue full speed
N —	Skip to next movie (only used on a sequence of movies.)

Pool Techniques
Select this option for a video tutorial of pool by "Machine Gun" Lou Butera. Learn the basics of Aiming, Caroms, Combinations, the Massé and other special techniques which you can apply to both the real and the virtual table. These tutorials are invaluable for the beginner, and even advanced players should have a look — you never know what new trick you could pick up. And speaking of tricks...

Trick Shots
Selecting this option opens the Trick Shot Menu, which will initially display a grouping of buttons pertaining to different categories of Trick Shots. Clicking any of these buttons will open a new menu which displays the existing shots in that category. You can view the Trick Shots one by one by clicking on the particular shot you wish to see, or you could click on the Play All button, which will play each of that category's Trick Shots in succession.

Play Virtual Pool
Select this option to start a game.

Exit Virtual Pool
Exits the game.

Quick Start Instructions

If you wish to start playing immediately without reading the full instructions, select PLAY VIRTUAL POOL from the Main Menu. Virtual Pool will then load. By default the game starts a two-player game, with Player One in AIM MODE. Simply move your mouse left or right to change the AIM. Moving the mouse forward or back tilts the view of the table. Hold down the left mouse button while moving the mouse forward or back to increase or decrease the Zoom level.

When you are satisfied with your aim, press and hold the S key. Your mouse is now connected to the cue stick. As you move the mouse back and then forward, watch the cue stick move in response. Move the mouse forward quickly for a powerful shot, slow for a light tap.

The Program Control Menu can be accessed by pressing F10, the Escape Key.

A Little More Detail...Screen Setup

The upper part of the screen is devoted to your "virtual" pool table. You can watch the game from any angle you like — we'll get to that a little later, in the Changing View section on page 15. The bottom part of the screen will keep you up-to-date on what's happening in the game so far, as well as keeping track of how you're doing overall. The figure below shows the normal layout of the status bar.

Status Bar

The top left area of the status bar shows the type of game you're playing at the moment, which could be anything from 8-Ball to Straight Pool. Below this are the names of the current players — the name of the player who is currently shooting will be highlighted in yellow.

Straight Pool	Points	Games	Fouls		
Player 1	0	0	0	View	Replay Rate 1/2
Player 2	0	0	0	Rotate View	Cue Angle 0°
Goal	150	6			

The next column displays how many games or points each player has and, at the bottom, the number of games or points required to win the match.

The top line in the middle area of the status bar displays information on the current status of the game. For instance, messages will appear on the top line if there is a foul, or if a player wins the game or match.

The second line displays the current game Mode, (Aim, Shoot, etc.). While a shot is in motion, the Mode Line will say "Play". Extra Mode information is sometimes separated by a slash (/); for example, after a scratch the line will read "Aim/Ball in Hand." This means that the game is in Aim Mode but that you may move the cue ball because your opponent fouled.

Beneath the Mode Line is the Mouse Action Line, which tells you what will happen when the mouse is moved. For example, while you are in Aim mode the action line will say "Line Up Shot." Pressing the left mouse button, however, will change the action line to "Zoom View."

The right part of the Status Bar shows the Replay Rate and Cue Angle. You can replay shots by pressing the R key. Replay rate is controlled by the + and - keys, ranges from 1 (for full speed) to slow motion rates of 1/2, 1/4, and 1/8 speed, and can be changed at anytime, even when a Replay is in progress. Replay does not work with Modem, LAN or NULL Modem play.

The Cue Angle indicator on the bottom right of the status bar tells you the exact angle of the cue stick relative to the table. Hold down the B key to raise the butt of the cue stick. Normally the cue is set fairly level at one degree above horizontal, but sometimes you might want to raise the stick to try for special shots like the Massé.

Menu System

Virtual Pool has a comprehensive menu system which allows you to switch between the different games, change your system settings, or get help on a variety of topics. To enter the menu system, press ESCape, F10, or click the right mouse button. Additionally, some menus can be accessed directly by pressing the key specified next to that item. A complete listing of all Virtual Pool menus follows.

Help menu (F1)

The Help menu includes the following items:

Quick Play Help
>   Basic game control instructions.

Quick Menu Help
>   Explains how to use the menu system.

Game Rules

The Game Rules menu contains basic rules for:

>   **General Rules**
>   **Straight Pool**
>   **Rotation**
>   **B-Ball**
>   **9-Ball**

Clicking on any of these menu items will bring up the appropriate rules for that game. See the Pool Rules section on pages 38 for complete game rule information.

Control Keys

Selecting this menu item brings up a summary of the control keys. See the Keyboard Controls section on pages 31-34 section for more information.

Action Keys

Selecting this menu item brings up a summary of the Action keys. See the Keyboard Controls section on pages 31-34 section of this manual for more information.

Option Keys

Selecting this menu item brings up a summary of the option keys. You can see the Keyboard Controls on pages 31-34 for more information.

Game Setup Menu (F2)

The Game Setup menu contains three sections: **Opponent, Game, and Scoring.**

The **Opponent** section lets you choose your opponent from one of the following options:

Another Player -   play another player on the same computer.

Remote Player -   play another player on another system via network, modem, or serial cable.

Computer Player -   play a computer opponent.

None -   Practice/Trick Shot mode.

The **Game** section lets you choose a game from the following:

Rotation

Straight Pool

8-Ball

9-Ball

The **Scoring** section lets you choose a scoring system for the match. You can select the number of games for a match with the Games Per Match option, and the point goal for Straight Pool with the Straight Pool Point Goal option.

Game Options Menu (F3)

Depending on the current game mode (Match Play, Practice, etc) the Game Options Menu will display the current available selections.

Game options can be broken down into two basic categories:
2-Player Options and Practice Options.

Load Game (Alt-L)
Load Game loads any game that was previously saved with Save Game. When you select Load Game, you will be shown a list of all saved games — of course, until you actually save some games, this option won't be of much use to you.

Save Game (Alt-S)
Save Game saves the current game; use this to stow away your game right before risking that fancy trick shot or far when you finally have to drag yourself away to bed. Player names and scores are also saved. When you select Save Game, a window will open, listing any previously saved games, and an entry named "Available." Click on the word "Available" and another window will open that will allow you to enter a name (maximum of 36 characters) for the game to be saved.

Player Name
You can enter player names by selecting Change Player 1 Name or Change Player 2 Name. Names and scores are displayed in the status area at the bottom left of the screen.

Quit Match (Alt-Q)
Quit Match ends the current match, resetting the number of games won and the amount of fouls to zero. Both player names remain in the status area, and a new rack of the previous game is set up.

Change Turn (Alt-T)
To change the shooting player, press Alt-T. This option can be used to allow players to play variations of rules such as a Push-Out rule for nine ball. Or maybe you're just nice and are letting your opponent shoot over again?

Suggest Shot (Alt-K)
Select this option to have your computer automatically turn on Tracking and line up your best shot.

Miscall Previaus Shat (Alt-M)
Virtual Pool uses the honor system far calling shots. If you pocket the wrong ball or put a ball into the wrong pocket, you con declare a miscall by using the Miscall Menu Selection or by pressing Alt-M. Play then praceeds to the other player. Whether pocketed balls remain down or ore spotted depends on the porticular game being played.

End Game in a Draw (Alt-E)
Selecting this aption ends the current game in a draw, re-racks the balls, and storts a new game.

Resign Game (Alt-R)
Selecting this optian forfeits the game and ossigns a win to your opponent. The balls are then re-racked ond the new game begins.

Game Options – Practice Mode

Laad Positian (Alt-L)
Load Pasition loods a ball pasitian that was previously saved with Save Pasition. This option is only avoilable when the game selection is Practice/Trick Shats.

Save Position (Alt-S)
Save Position saves the table prior ta the most recent shot. This option is only available when the game selection is Practice/Trick Shats. Use Save Position to save trick shots and practice layouts.
Ta save a shot:
- Set up and execute the shat.
- Press U ta Unda, activate the View Mode and set up how you want the shat to be viewed, and press R to replay the shat. Repeat these two steps until you are satisfied with the shot.
- Press U ta Undo, then save the position.

Spat Bolls (Ins)
This option allows you to spot (place back on the toble) balls that have previously been pock-eted. When this optian is selected, o small window will open, displaying the current pocketed balls. Simply click an the ball or balls you wish to spot and they will be placed back on the table. Press ESCape when finished to close the Spot Balls window.

Packet Balls (Del)
The Pocket Balls option allaws you to remove balls from the table. When selected, o window will apen, displaying balls that are currently on the table. Click on the boll or bolls you wish removed from the table and they will be pocketed. Press ESCape when finished to close the Pocket Balls window.

Rock far Straight Paal
Selecting this option ends the current game and re-racks the balls for a game of Straight Pool.

Rack far 8-Boll
Ends the current game and re-racks the balls for a game of 8-Ball.

Rack for 9-Ball
Ends the current game and re-racks the balls for a game of 9-Ball.

Rack for Ratatian
Ends the current game and re-racks the balls far a gome of Rotatian.

Rack for Continue Run
This option only becomes availoble when ane ball is left on the table. It re-racks the 14 packet-ed balls, leaving the ather ball in its current location.

Preferences Menu

The Preferences menu contains three sectians: **Graphics Detail, Auto Line-Up, ond Saund.**

The **Graphics Detail** section contains on/off switches for Background, Boll Numbers, and Ball Shadows. Turning any af these off will decrease the aesthetic sense of the game, but will speed up play.

The last item in the Graphics Detail Section is Window Size. The Windaw Size can be set to Full, Half, or Quarter. Using a smaller Window Size will also speed up the game if you have o slower camputer.

The **Auta Line-Up** section contains two an/off items. If turned on, Aim To Next Ball will outa-matically point the cue towords the appropriote ball in games where the balls must be pocketed in arder (Nine Ball ond Rotation). If turned on, Restore Distance will set the distance from the cue ball to a standard distance after every shat.

The **Sound** section lets you individually turn the sound effects and music on or off.

The **Mouse** section adjusts the sensitivity of the mouse input. Not all mice ore created equal – if your mouse strokes too hord or too soft, you can adjust the sensitivity setting until it's just right.

Demo Menu

The Demo menu item starts a game between two computer players. If you watch closely, you might learn some new tricks.

Moin Menu (F9)
Returns to the Main Menu.

Remote Game Play

Virtual Pool can be played by two players on separate computers. There are three types of computer connections:

- **LAN (Locol Areo Network)**

- **Telephone Modem**

- **Null Model RS-232**

You must first select the connection type you want from the Device Setup Menu. Then open the Game Setup Menu and select Network/Modem Player. The connection procedure for each connection type is described below.

LAN - Locol Areo Network Connection
The network connection requires an IPX driver to be installed on each system before Virtual Pool is started. If your system does not currently have an IPX driver installed, look for a file named IPX.COM in the software supplied with your network card. Install the IPX driver by typing IPX in the directory that contains the IPX.COM file.

Sender:

1) Make sure "Local Area Network" is selected in the Remote Device section of the Device Setup Menu.

2) Select "Game and Scoring Options" from the Game Setup menu.

3) Select "Network or Modem Player" from the Opponent Section of the Game Setup menu and click on OK.

4) Choose "Transmit" from the Network menu that just popped up.

5) Upon connection the balls will rack and it will be your turn.

6) If you want to lood a saved game, you can do it now.

7) Enter your name by selecting "Change Player Name" in the Game Options menu.

8) Ploy pool!

Receiver:

1) Make sure "Local Area Network" is selected in the Remote Device section of the Device Setup Menu.

2) Select "Network or Modem Player" from the Opponent Section Game Setup menu and click on OK.

3) Choose "Receive" from the Network menu that just popped up.

4) Upon connection the balls will rack and it will be your opponent's turn.

Telephone Modem Connection
Telephone modem connection is done over telephone lines between two computers with Hayes compotible modems. Make sure your modem port selection in the Device Setup menu is configured to the selection for the COM port your modem is installed on.

Sender:

1) Make sure "Telephone Modem" is selected in the Remote Device section of the Device Setup Menu.

2) Select "Game "and" Scoring Options" from the Game Setup menu.

3) Select "Network or Modem Player" from the Opponent Section Game Setup menu and click on OK.

4) Choose "Transmit" from the Network menu that just popped up.

5) Enter the phone number you want to call in the Dial menu that just popped up.

6) If you want to load a saved game, you may do so now.

7) Enter your name by selecting Change Player Name in the Game Options menu.

8) Play pool!

Receiver:

1) Make sure "Telephone Modem" is selected in the Remote Device section of the Device Setup Menu

2) Select "Network or Modem Player" from the Opponent Section of the Game Setup menu and click on OK.

3) Choose "Receive" from the Network menu that just popped up.

4) Upon connection, the balls will rack and it will be your opponent's turn.

Null Modem Connection
The null modem connection is an RS-232 cable connected between two serial ports of the computers. Make sure your COM port in the Device Setup menu is set to the port your cable is plugged into.

Sender:

1) Make sure "Null Modem" is selected in the Remote Device section of the Device Setup Menu.

2) Select "Game "and" Scoring Options" from the Game Setup menu.

3) Select "Network or Modem Player" from the Opponent Section of the Game Setup menu and click on OK.

4) Choose "Transmit" from the menu that just popped up.

5) Upon connection, the balls will rack and it will be your turn.

6) If you want to load a saved game, you may do so now.

7) Enter your name by selecting "Change Player Name" in the Game Options menu.

8) Play pool!

Receiver:

1) Make sure "Null Modem" is selected in the Remote Device section of the Device Setup Menu.

2) Select "Network or Modem Player" from the Opponent Section of the Game Setup menu and click on OK.

3) Choose "Receive" from the menu that just popped up.

4) Upon connection the balls, will rack and it will be your opponent's turn.

Troubleshooting

Q: How can I improve the look and performance of Virtual Pool?
A: Using the proper video driver will enhance the resolution and performance of Virtual Pool. To set up your video driver, first select "VIDEO SETUP" from the Main Pool Menu within the game. A window will open up, displaying the currently installed video drivers. Click on the proper driver to select it, then choose OK. The game will then switch to high-res mode.

Q: There is no video driver included for my video card. What should I do?
A: Contact Interplay and see if a driver for your card is available. You can reach Interplay Tech Support (714) 553-6678 · BBS (714) 252-2822. If you want a polite, complete answer from our harried but hard-working techs, please be at your computer and be ready to tell them what video card is installed in your computer.

Q: I called Interplay and there isn't a driver available for my video card. Now what?
A: Sorry. New brands of video cards are being manufactured all the time, so it's possible that a driver for your card will be available soon. Also note that some video cards are not powerful enough to support Virtual Pool in High-Res Mode; therefore, no video drivers can be created for them. You can still play the game, luckily; all video cards will support the default resolution mode.

Q: My mouse doesn't work — what should I do?
A: You either need to install a DOS mouse driver before starting Virtual Pool or, even better, set the Serial Port Option in the "DEVICE SETUP" menu from within the game. Use the ESCape key to bring up the Program Control Menu, the arrow keys to move the cursor to "DEVICE SETUP," and the <ENTER> key to select. On the Device Menu, switch to the appropriate Serial Port for your mouse, then move the cursor to "OK" and press ENTER. Selecting a serial port will start the Virtual Pool mouse driver, which has been specially designed for the game, and may provide better performance.

If you make a mistake and select the wrong serial port, don't panic — simply re-enter the menu system by pressing ESCape; select the correct port using the arrow keys, then press <ENTER>. Note that your mouse must be 100% Microsoft-compatible to use the Virtual Pool mouse driver. If you have a PS/2 or another type of system that uses a BUS-style mouse, you must use a DOS mouse driver when running Virtual Pool.

Q: My sound card was not listed under Sound Setup. Which sound card do I select?
A: Most sound cards are compatible with Sound Blaster, so try Sound Blaster Pro 2 or 16. If that doesn't work, try Sound Blaster 1, 1.5, 2, or Pro 1. As a last resort, you may use the Adlib Driver.

Q: Why won't Tracking turn on and why doesn't Undo or Replay work?
A: Tracking and Undo are only available while in Practice Mode, or while playing against another person on the same computer. Replays are not available for remote play.

Q: Why don't the balls follow the paths shown by the tracking lines?
A: Ball paths are highly dependent on cue ball speed. If the cue ball is not struck at the force shown by the tracking lines the balls may not follow the paths displayed. This is especially true of the cue ball. Press S, and then press the space bar to strike the balls with the force shown by the tracking lines and the balls will follow the exact paths. Hold down the F key and move the mouse back (towards you) to decrease the force; move the mouse forward (away from you) to increase the force..

Q: Sometimes I can't see the balls after shooting. What can I do to be able to see the entire shot?
A: One way is to zoom out during the shot by pressing the left mouse button and moving the mouse up (away from you) (ZOOM OUT). Alternately, you may press "O," which will give you an overhead view of the entire table..

Q: I'm practicing a shot over and over and want to see the result without waiting for all the balls to stop rolling. How can I get to the end of a shot quickly?
A: Use the Zip (Z) key to automatically zip to the end of the shot. The balls will all jump to the position they would have ended up in had you allowed them to roll to a stop naturally.

Q: When I try to use the Remote Play Mode over my Local Area Network a message saying "IPX driver not loaded" appears. What's wrong?
A: Virtual Pool requires an IPX driver for remote play over Local Area Networks (LAN). Look for a file named IPX.COM in the software supplied with your network card. Install the IPX driver by typing IPX while in the directory that contains the file IPX.COM.

Q: I'm trying to shoot a ball down the rail but the pocket is off the screen. If I zoom out far enough to see the packet, the balls are too small for accurate aiming. Is there a way to see the pocket without having to zoom out so far?
A: Yes. Use the Center (C) key to reposition the viewing center on the screen. Hold down the C key and move the mouse to change the view center to the right or left screen edge.

Q: I lood o Trick Shot, but when I toke the shot it completely misses the target. Whot ore you guys trying to pull?
A: Instead of using the mouse to make the shot, use "R" to replay the shot, ond you'll see thot it does in fact work correctly. After watching the shot, press "U" ta undo the shot ond then try it yourself. Keep in mind that most trick shots are very difficult, and it might toke a bit of practice to moke the shots yourself.

Q: Virtuol Pool runs too slow on my computer. Is there something thot I con do to speed things up?
A: Yes. Select Preferences from the Progrom Control Menu, and turn off one or more of the Disploy Options (Show Bockground, Boll Numbers, Boll Shodows, ond/or Window Size). By reducing these disploy options, Virtuol Pool should run quickly on ony computer that meets the minimum requirements.

Q: I still hove questions. Where con I get more help?
A: Check the other options on the Start-Up Menu for specific help on a voriety of topics. Press F1 while in the Game to start the Virtual Pool On-Line Help System. Read the section "Keyboord Controls" for a listing and description of all the hot keys in Virtuol Pool.

Q: Is there ony other ploce I con get help?
A: Yes. Log on to the Interplay BBS ond join Conference 7, the Virtuol Pool Conference. While you're here, you con reod the questions ond answers left by other users, osk your own questions of our Virtuol Pool Expert, ond even download new Trick Shots!

Also check for other Virtuol Pool Conferences or Forums on the Internet, AOL, CompuServe, other on-line services, or from your fovorite locol BBS.
Interploy BBS: (714) 252-2822
Internet: support@interploy.com
Interploy Tech Support: (714) 553-6678

Technical Support

Video Setup

Video Setup allows you to configure the game to your specific video cord. All video cards con use the 320x200 VGA mode. Some cards con use the SVGA VESA 1.2 mode. If possible, olways use the driver for your cord/video chip since performance ond video resolution will be better.

When Video Setup is selected, o list of drivers will oppeor. Look for the name of the video card monufocturer in the list of drivers. If you can't find the nome af your cord, you con look for the video chip nome on your cord. Find the video chip nome for your system by looking ot the video cord documentotion or by looking ot your video board. Drivers for new video boards will be posted on Interploy's BBS ot (714) 252-2822.

Supported cords ond chips include:

320x240 VGA
640x480 Veso 1.2 Bios Extension
640x480 Vesa 1.2 Voriont
640x480 ATI Moch 32
640x480 ATI Mach 64
640x480 Cirrus Logic GD54XX
40x480 Diomond Viper P9000 Acceleroted
640x480 S3 86C801/805/Vision864
640x480 S3 86C801/805/Vision 864 Acceleroted
640x480 S3 86C928/Vision964
640x480 S3 86C928/Vision964 Accelerated
640x480 S3 Trio 32/64
640x480 S3 Trio 32/64 Accelerated
640x480 Tseng Lobs ET4000
640x480 Tseng Lobs ET4000/W32 Acceleroted
640x480 Western Digitol 90C31
640x480 Western Digital 90C31 Accelerated
640x480 Western Digital 90C33
640x480 Western Digital 90C33 Accelerated
1024x768 Diamond Viper

Also check out the compotible sound cards on page 12.

Sound Setup

Sound Setup allows you to configure the game to your sound card. Choices include:
None
AdLib
Sound Blaster 1.0, 1.5, 2.0
Sound Blaster Pro 1
Sound Blaster Pro 2
Pro Audio Spectrum 16

Device Setup

The Device Setup menu has three sections: Mouse, Remote Device, and Modem Port.
You can set up your mouse to use a DOS mouse driver or the Virtual Pool serial port driver on COM1, COM2, COM3, or COM4. The serial port driver can only be used if you have a Microsoft-compatible mouse. If your mouse is not Microsoft-compatible, you must use a DOS mouse driver.

The Remote Device can be set up as a Null Modem, Telephone Modem, or Local Area Network. See the section on Remote Game Play for a description of the connection procedure.

The Null Modem connection is an RS232 cable connected to the computer's serial port. The port can be selected from the Modem port selection in the Device Setup Menu. This selection is used to select the COM port for the Null Modem or Telephone Modem remote device. The Telephone Modem connection works over telephone lines between two computers with Hayes-compatible modems. Configure the modem port selection to the COM port that your modem is installed on.

The Local Area Network connection is for two computers on the same local area network. It uses the IPX protocol and requires an IPX driver to be running for use.

Some systems will have IPX drivers already installed. If your system does not you can usually find an IPX driver that was included with your network card, operating system, or network software. Start the IPX driver at the command line or in your autoexec.bat file before starting Virtual Pool.

Keyboard Controls

Keyboard Control Keys are described in detail below:

A: Aim
Move the mouse left or right to aim the cue. Move the mouse forward or back to change the up/down angle of the table. Hold the left mouse button and move the mouse back to zoom in. Hold the left mouse button and move the mouse forward to zoom out. The view stays centered around the cue ball. The Status Area will inform you when you are in Aim Mode.

S: Shoot
Hold the S key down and move the mouse back for your backstroke, and then forward to strike the cue ball. The faster you move the mouse forward, the harder you will strike the cue ball. As with a real pool cue, a smooth stroke is very important. The Status Area will inform you when you are in Shoot Mode.

V: Change View
Press V to select View Mode. Move the mouse left and right to rotate the table. Moving the mouse forward and back changes the up/down angle of the table. Hold the left mouse button and move the mouse forward/back to Zoom the view. Hold the V key down and move the mouse to change the center of view. The center of view is the point the view rotates about. Changing to Aim mode will bring the view back to the cue ball (Aim) view.

M: Select and move ball
Hold the M key down to move the currently selected ball. Hold the H key down to change the ball selection. "Move" will only work on the cue ball when you have ball-in-hand during a game, or while in practice mode. H only works in practice mode.

B: Raise butt of cue
For some advanced shots, such as the massé, you must hit the cue ball from above. Hold down the B key and move the mouse forward or back to bring the butt of the cue up or down. The Status Area will display the cue angle, which will be reset to normal after the shot.

C: Move Center Point
Hold C and move the mouse to move the center point of the view to a different location on the screen. Moving the view in this way does not affect the aim of the shot.

X: Snap to Overhead
(Available in Win95 only) Pushing X will move the camera to the overhead position and return it to the previous position when it is released.

E: English: Move cue tip

Hold E and move the mouse to apply English (change the cue tip location on the cue ball). The dot on the cue ball indicates where the cue tip will hit. English is used to place spin on the cue ball, and con be very helpful in making what would otherwise be impossible shots. Hitting the cue ball to the left or right of center places a left or right spin on the ball. Hitting the cue ball above center puts a forward spin on the ball. Hitting below center puts a backwards spin on the cue ball.

F: Vary Force of Tracking hit

This option is only available if (T)racking is turned on. While Tracking is on, hold F down and move the mouse farward or back to change the force of the hit. Tracking Lines get langer as the mouse is pushed forward (Increase Force) and shorter as the mouse is pulled back (Decrease Force). Use the SPACE BAR to use exactly this amount of force.

H: Select a different boll to move

You must first select M first to activate Move; then hold the H key and move the green crosshair cursor with the mouse over the ball you wish selected. When you release the H key the cursor will snap to the nearest ball. Once the ball is selected, hold the M key to move the ball to the desired location. Again, this option is only available in Practice Mode.

Left Mouse Button: Zoom

Hold the left mouse button down and move the mouse backwards (down) to zoom in; move the mouse forward (up) to zoom out.

Right Mouse Button: opens Moin Menu system

Press the right mouse button to enter the Moin Menu. You may also access the Moin Menu by pressing the F10 key or the ESCape Key.

Shift: Toggle Amplify

Press the shift key (no need to hold it) to toggle Amplify. "Amplify" will appear in the status area. Mouse movements are exaggerated while Amplify is turned on. This option is used primarily for the break.

Ctrl: toggle   Fine Tune

Press the Ctrl key (no need to hold it) to toggle Fine Tune. "Fine Tune" will appear in the status area. Mouse movements are much more precise while Fine Tune is turned on. Use this control for setting up trick shots or anytime precision alignment is needed. It also comes in handy for hitting the cue ball saftly for those delicate trick shots.

L: Toggle table lines

Press the L key to toggle the table lines on or off.

R: Reploy lost shot

Press R to replay the previous shot. You can change the rate of replay (even during replay) with the + and - keys. Replay is not available for remote play.

T: Toggle Tracking

The T key will toggle the Tracking Lines on and off. Tracking shows you the path of every ball on the table, based on the current aim and force setting. Each ball's path is indicated by a line of the same color as the ball — ie. striped balls have striped paths and so on. The Tracking lines end where the ball will stop. The exact path balls will follow is based portly on the force of the hit. To hit the cue ball with exactly the force shown by Tracking, press S and then press the space bar instead of shooting the ball with the mouse. Toggle Tracking does not work during remote play.

U: Undo

Press U to Undo the lost shot. The view will reset to the Aim and table position of the previous shot. This is very useful for practicing shots. Undo is not available when playing a computer opponent, or when connected to a remote ployer via network or modem.

Z: Zip to result

Press Z after you shoot to progress immediately to the end of the shot. Z will skip to the result of the shot, placing the balls where they would have ended up if allowed to roll naturally to a stop. Zip is not available on remote play.

+/=:   Increase reploy rate

The + key (or the = key) will step up the replay rate to 1/8 speed, 1/4 speed, 1/2 speed, or 1 (full) speed. The replay rate is shown at the top right of the status area and con be adjusted at any time, even during a replay.

-:   Decrease reploy rate

The - key will slow down the replay rate — your choices are 1/8 speed, 1/4 speed, 1/2 speed, or 1 (full) speed. Again, the replay rate is shown at the top right of the status area and can be adjusted at any time.

Alt-C: Send communication to remote ployer (also "/" in Win95)

Press Alt-C and you will be able to send a text message to a remote player. Your notice con only be one line across the screen — if you need more room, sorry, you'll have to send the message in more than one piece. Pressing Enter when you are done enters your message, and it will be sent to the remote player (in Win95 the message con be multiple lines).

Alt-L: **Laad Saved Game or Soved Position**
Use this commond to lood o previously soved game. In proctice mode, this will lood o menu
of soved trick shots.

Alt-M: **Declare miscall on previous shot**
Most games require players to call their shots. The shot you ore ottempting is obvious to you,
of course, but if o shot doesn't go in as you planned, how is the computer supposed to know?
It can't read your mind, so in Virtuol Pool you're on the honor system to odmit your mistakes.
Press Alt-M ond play will proceed to the next player. Not availoble in Proctice Mode or dur-
ing Remote Ploy.

Alt-P: **Pocket Selected Boll**
Pressing Alt-P will pocket the currently selected boll. This option only works while in Move
Mode, Practice or Trick Shot mode.

Alt-Q: **Quit current motch**
Alt-Q quits the current motch — don't worry if you hit it by occident, you will be osked to
confirm this option. Gome and Foul totals will reset to zero for both players. Quit current
motch is not ovoiloble with remote play.

Alt-S: **Save game or position**
Alt-S saves the current gome. You con use this to save a gome to resume loter, or you con use
it to sove trick shots. You must enter o nome to sove the shot under.

Alt-T: **Change player turn**
If you wont to play "push out" rules, let your opponent try ogoin, or just got mixed up whose
turn it wos, press Alt-T ond ploy will go to the other player without the movement of ony bolls
or the ossessment of ony fouls. Chonge ployer turn is not avoiloble with remote play.

INS/DEL: **Spat and Packet Balls**
In the Dos/Win 3.x version, INS will bring up o menu to spot bolls from ond DEL will bring
up o menu to pocket bolls. In the Win95 version, INS will bring up o menu from which you
can spot or pocket balls.

Scoring

Scoring is hondled differently depending on the porticular game that is being played:

• In 8-Boll, the winner of a gome is whoever sinks the black 8-ball. However, you must sink
oll of the solid balls (1-7) or oll of the striped balls (9-15) first. Fouling on the 8-Boll or pre-
moturely sinking the 8-boll loses the gome.

• In 9-Boll, the winner is the person who sinks the 9-boll. The lowest ball on the toble must be
hit first.

• In Rototion Pool, the object is to reach 61 points. When you sink a boll, you receive thot
boll's number as points. As in 9-Boll, the lowest numbered ball must be hit first.

• In Stroight Pool, the object is to reoch o pre-determined number of points. Each ball pocket-
ed scores one point. Fouls subtract points from your score. See the Stroight Pool rules for
detoils on penalties.

Tracking and Force

Have you ever wished thot you could tell exoctly whot those ricocheting bolls ore going to do
before you take the shot ond test your luck? In Virtuol Pool you con do just thot. Trocking lets
you see the projected poths of the bolls, depending on how you're obout to strike them. Press
T to turn Tracking on — colored lines will appeor, showing where the bolls will roll. The colors
of the lines correspond to the colors of the bolls; logicolly, solid-colored bolls hove solid lines
ond striped balls hove doshed lines. As you move the mouse to adjust the oim, the trocking
lines will shift in response. Just like in reol pool, how hord you hit the bolls makes a differ-
ence as to where they'll end up. You can chonge the force setting by holding down the F key
and either moving the mouse forward to increase force or bock to decrease force.

While Tracking is on, you can take the shot with the exoct amount of force shown by press-
ing the S key to octivate Shoot Mode ond then pressing the spoce bor. If you shoot the shot
yourself, the bolls moy not follow the same poths becouse the force may be different. Moving
the cue tip on the cue boll or chonging the cue angle olso offects the tracking lines. Figure A
shows a shot lined up with Tracking on. Trocking is not avoifable during remote or computer
opponent play.

Practice Mode

To practice pool or set up trick shots, select Practice/Trick Shots. You will have no opponent while practicing.

• You can add or place the cue ball wherever you want by pressing and holding the M key and then moving the mouse. While in Move Mode, a green 3-D cursor will appear above the selected ball. To select a different ball to move, press and hold the H key down, move the cursor (using the mouse) over the ball you want to move, then release the H key. The cursor will lock to the nearest ball, which you can then move by holding the M key and moving the mouse.

• You can remove balls from the table by pressing the Delete (Win3.x/DOS) or Insert (Win 95) key to open the Pocket Balls window, and then clicking on the balls you wish to eliminate.

• You can spot (place a ball) at the foot spot by pressing the Insert key and then selecting the ball or balls to spot from the Spot Ball window.

• To re-rack the balls and start over again, then select the rack for the game you want to practice.

The Table

The table in Virtual Pool is proportioned like a standard 4 1/2 x 9 ft. tournament table. There are pockets in each of the four corners and halfway down both of the longer sides. There are three diamonds between every pair of pockets. The head string goes across the table at the second diamond from the head of the table. The foot spot is where the front ball is placed when the balls are racked.

Computer Opponents

You can play Virtual Pool against a variety of different computer opponents, each with his or her own skill level and style of play. The computer opponents are (in ascending order of skill):

<div align="center">

Mrs. Offen
Eizo Crost
Troy Zinvone
Wild Boll Hickok
Coutious Cloy
Buster Cluster
Brom Stroker
Roil McCoy
Deod-Eye Don

</div>

Computer players toward the beginning of the list make good opponents for the average player; those near the end of the list will provide a challenging game for the most seasoned professionals.

Pool Rules

General Pool Rules
For a legal shot, the cue ball must hit a ball and then either a) the cue ball must hit a rail, b) an object ball must hit a rail, or c) an object ball must be pocketed. If none of the above conditions are met, the shot is a scratch, or foul. The penalty for a foul is ball-in-hand for the opponent. A turn ends when the player fails to pocket a ball or fouls.

Rotation Pool
The object of the game is to be the first player to reach 61 points. The cue ball must hit the lowest-numbered ball first. Legally pocketed balls count as their numbered value — there are 120 points available on the table. A foul results in ball-in-hand anywhere on table. Illegally pocketed balls are spotted.

Stroight Pool

The object is to reach a point scare determined at the beginning of the match. Any legally pocketed ball is worth ane point. Balls pocketed in addition to the called ball also caunt for one point. A turn goes until the shooting player misses, cammits a foul, ar wins the game. A faul on the break is ·2 points. Any foul after the break is ·1 point. Three consecutive fouls results in a loss of 15 paints. A faul results in ball·in·hand behind the head string. On the break, the cue ball and two other balls must hit a rail. Players must call a ball and a pocket, but ather thon that there are no restrictions an the type of shat taken. Fifteen balls are racked the first time. When only one ball remains, the other fourteen are racked. The balls are racked with a space for the fifteenth ball an the foot spot. If the fifteenth ball interferes with the racking of the other fourteen, it is placed at the foot spot. If the cue ball interferes with the rack, then the shooter has ball·in·hand in the kitchen.

8-Boll

The object of 8·Ball is to either a) packet all 7 stripes ar all 7 solids then pocket the 8·ball, or b) to pocket the 8·ball an the break without scratching. A faul on break results in ball·in·hand behind the head string. Other fouls result in ball·in·hand anywhere on table. The first player ta pocket a ball gets "ownership" of that color for the rest af the game, be it stripes or solids. After ownership is determined, you must be careful that the cue ball always hits one af your awn balls first. When you're going for the 8·ball, the cue ball must hit the 8·ball first. Pocketing the 8·ball prematurely loses. Fouling on the 8·ball loses. Players must call 8·ball. Miscall on 8-ball lases.

9-Ball

Nine balls numbered one through nine are racked in a diamand shape with the 1·ball at the front ond the 9·ball in the center. The lowest numbered ball must be hit first. Failure to do so results in ball·in·hand far the opponent. The 9·ball can be pocketed at any time as lang as the lawest numbered ball is hit first. An illegally·pocketed 9·ball is spotted; others stay down.

Shark Skins

This gool of this one player game is to ottain the lowest possible scare. The game is played in three racks, and each shot scores ane point. The first rack is three balls, the second six, and the third is a typical 9·Ball rack. Yaur goal on the three ball rack is to pocket all of the balls. Your goal on the six and nine ball racks is to pocket the highest numbered ball in the least number af shots. The lawest ball on the table must be hit first each shot regardless of the rock, but in the six and nine ball racks the highest ball can be sunk at any time to finish the rack. A foul will add a penalty point and the cost of the stroke.

Pool Fundamentols

This section describes pool fundamentols that apply to both Virtual Pool and Pool in general. Studying this sectian will improve bath yaur real ond virtual games. One major odvantage yau have in Virtual Pool is a perfect pool stroke. Your cue stick is guaranteed ta stroke straight and put spin on the cue ball just like a championship·caliber player. To play well, edge and hone your speed cantrol.

Virtual Pool Tip:
Try lowering your mouse sensitivity if you're hoving trouble with Speed Control.

Cue Tip Position

Virtual Pool allaws yau to change the positian af the cue tip an the ball — and therefore the poth af the ball — just like in the real game. Altering the position of the cue tip with the E key will alter the poth that the balls take.

The diagram below shows terminology far cue tip positions an the side af the cue ball. Combinatians of these are expressed as high right (follow and right} English or low left (draw and left} English. Distances from center of cue are usually expressed in cue tips as in: "follow with half a cue tip af right." Virtual Pool allaws yau to be very precise with cue tip placement. You might want to start aut using center·ball hits anly. Then, when you feel confident enaugh with the game cantrals to add a little mare flair to your shots, practice using fal- low and drow to change cue ball poths. Follow and draw have the mast effect an shots with less cut angles. English has its greatest effect on the cue ball's poth when the ball ricochets off of a rail.

Follow

Centerball

Left English

Right English

Draw
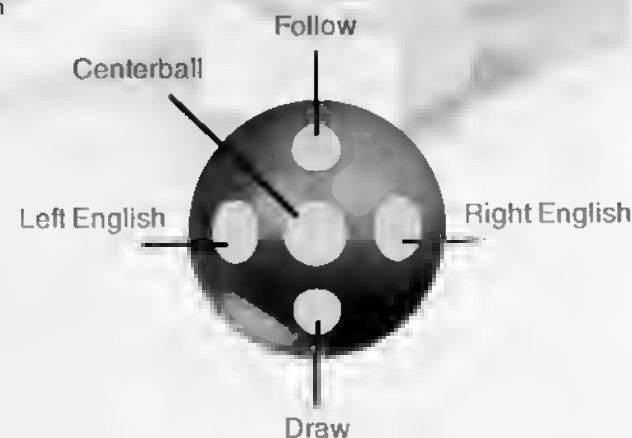
Aiming Shots

Practice aiming shots initially using center ball hits. The diagram below shows the place the cue ball must be when it contacts the object ball to sink the ball in the corner pocket. One technique of aiming is to imagine a ball in this position and try to hit the imaginary ball full-on as shown in the diagram below.

Virtual Pool Tip:

As in real life, you can get a new perspective by raising your head a foot or two for a better view of the angle between the pocket, object ball, and cue ball. However, the amount of cut between the cue ball and object ball can be seen more easily with your head closer to the cue ball. Tilting the table up and down (by moving the mouse forward and backward) will help you use the angle to cut better.

Bank Shot

If you can hit the object ball with the cue ball and bounce the object ball off one or more rails then into a pocket, you've just pulled off a bank shot. The basic technique for aiming bank shots is to first assume that the ball will rebound at the same angle that it hits the cushion. This can be used to estimate the angle; however, you must be aware of the effect that ball speed has on rails.
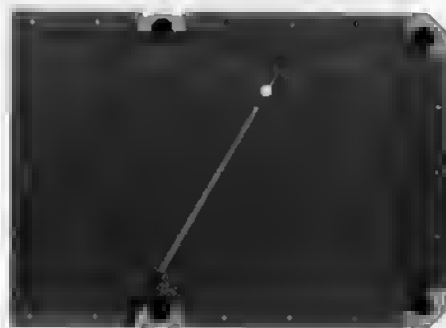
It is a common misconception that a ball will always bounce off the rail at exactly the same angle at which it hits the rail. This is close but not quite true. The exact angle that a ball will bounce off the rail is based on a combination of the angle the ball hits the rail, the speed at which the ball is moving, and the amount and type of spin you've put on the ball. As you can see, this is a little trickier than it looks!
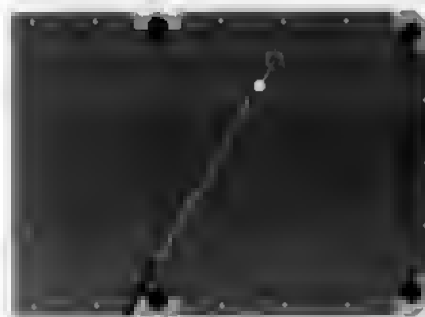
Shown on the previous page and to the left are two bank shots which are lined up the same way...but whereas the one on the top was hit softly, the one on the bottom was struck hard. As you can see, the ball which was hit hard rebounds at a more shallow angle.

Cue Ball Path:

The cue ball always starts on a path perpendicular to your cue aim. It will then curve forward or backward as the spin on the ball changes. Shown right is a center ball hit which curves forward a bit. If this ball was hit harder, it would stay straight longer and hit the end rail further from the pocket. If hit with a softer stroke, it would scratch in the corner pocket. Knowing which path the cue ball takes with center ball hits is the first step to learning how to control the cue ball.
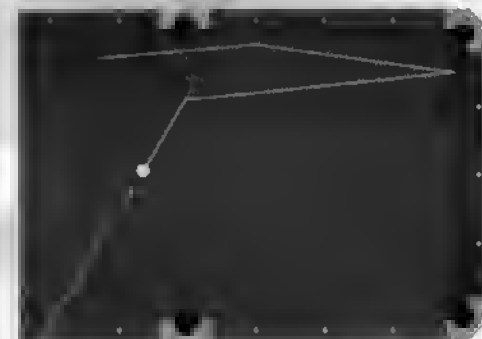
Center Ball

Draw and Follow:

For straight-in shots, "drawing" the cue ball by hitting it below-center will bring the cue ball back towards you. "Follow," which is applied by hitting the cue ball above-center, will move the cue ball forward, away from you. The farther away from center you hit the cue ball, the more spin will be applied.

With shots at on angle, draw and follow offect how the cue ball curves off of the perpendicular line. Follow couses the cue ball to curve forward more ond move forward from the line quicker. Draw couses the cue boll to curve back from the perpendicular line. As the angle of the shot increases, drow ond follow have less effect on the cue boll path.

(Getting confused? Don't worry, it'll all become clear when you try it yourself. Feel free to play around with these options; take some time to give yourself o feel for choosing and setting up o useful spin.)

Drow ond follow can be put on the cue boll by pressing ond holding the E key ond then moving the mouse to chonge the cue tip position verticolly on the cue boll. The blue dot on the cue boll shows where the cue tip will hit.
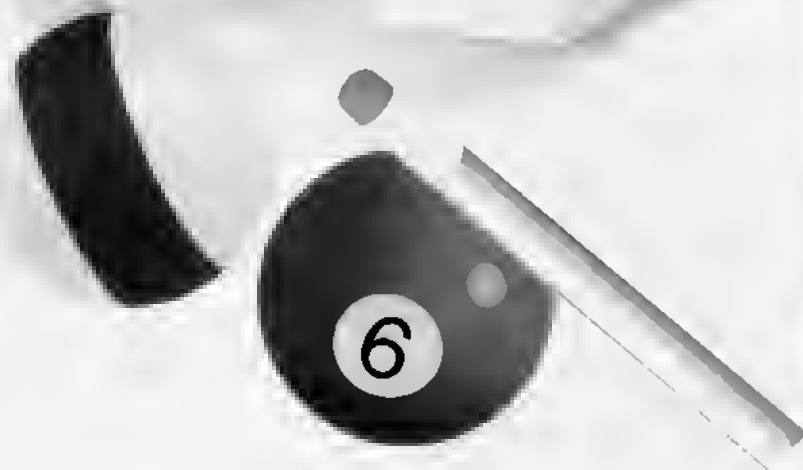
Shown below are two exomples of how drow ond follow con chonge the cue boll path:
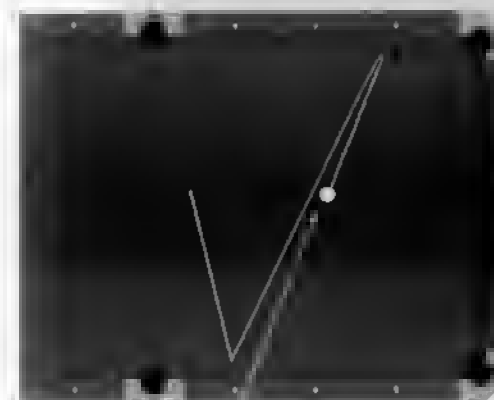
Follow

Draw

Centerball

Left English

English

You con apply English (side spin) by hitting the cue boll off center to the left (for left spin) or to the right (for right spin). It's much eosier in a precision computer environment than with a real cue — this is your big chance to try out oll those shots ond tricks thot the experts use. To put English on the cue ball, hold the E key ond move the mouse. The blue dot on the cue ball will show where the cue tip will hit. English hos its greatest effect on cue boll poth when a roil is hit, os it chonges the ongle ot which the cue boll rebounds from the rail. Plus, it can odd or remove speed from the cue boll. Shown below is the effect of English on o cue boll poth. The top picture shows a cue boll hit with center boll ond the bottom o cue boll hit with left English.

Combinations

A combination is a shot where two or more object balls are hit in sequence to pocket an object ball. To line up a two-ball combination, first figure out the "contact point" on the second ball — the spot on the ball where you must hit it so that it'll shoot into the pocket. Then determine the contact point on the first ball that will cause it to hit the second ball's contact point. Now aim the cue ball at the first ball's contact point. A two-ball combination is shown right.
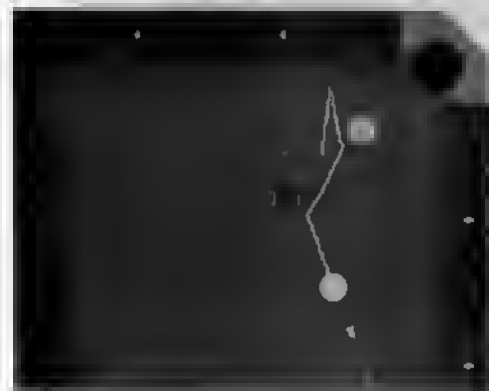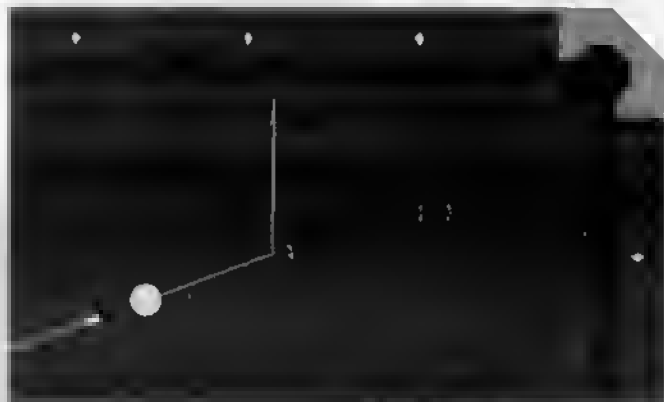

Carom

A carom shot is where a ball (cue or object) hits off another ball. The example left shows a nine ball shot played by caroming the cue ball off the low ball on the table so that it pockets the nine ball. Use the knowledge learned from the sections on cue ball path and draw and follow to become proficient at caroms.

Advanced Topics

Virtual Pool is so realistic that it accurately models even the more obscure physical properties of a real pool table. This section reveals some unusual details that are not general knowledge outside of the realm of professional pool players.

Kiss

In pool, a kiss is a carom shot where two object balls are frozen together (touching each other) and a perpendicular line between them goes into a pocket. Just hit the object ball on the side of the ball opposite the pocket and it's in.

Ball Path
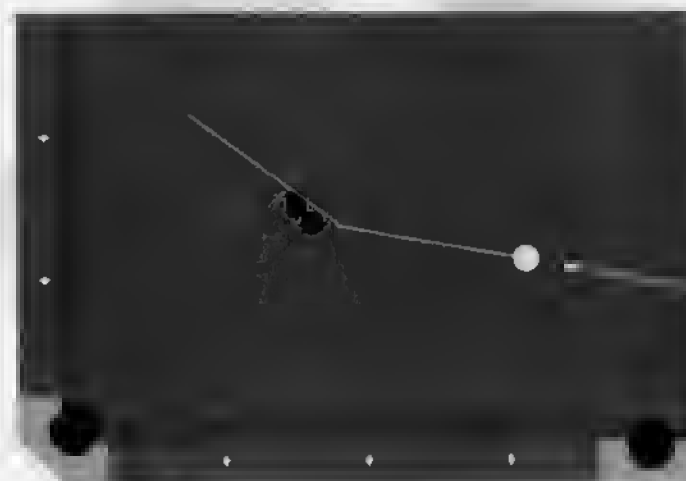
Target Line

Ball Throw

Balls are thrown off-line by the friction between balls. Shown below is an illustration of the actual target line based upon the contact point between the cue ball and object ball. Note that the actual ball path has been "thrown" off the target line. You can use English to offset ball throw. This happens because the slight angular velocity as the ball revolves cancels out the friction effect between the cue ball and object ball.

Spin Transfer

The same friction which makes on object ball "throw" also transfers spin from ball to ball. It's a small difference, but if you want to be a pro you've got to pay attention to every detail; in other words, when you're using English, you should remember to compensate for Spin

Center Ball

Left English

Transfer when you're lining up your shot.

Shown below are two bank shots aimed on the same line and hit at the same speed. The shot on the left is hit with center ball. The shot on the right is hit with left English. The rebound angle of the shot on the right is increased because of spin transfer from the cue ball to the object ball. Left spin on the cue ball is transferred to the object ball as right spin, causing the

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rebound angle to increase. Again, play around with this type of shot to get comfortable with it before trying it in a big game.

Mossé

Hitting downward on the cue ball by raising the butt of the cue is called a massé shot. (This is the kind of shot banned in many sets of house rules because inexperienced players are quite likely to miss the ball completely, stabbing


down with the cue stick and tearing a gash in the table's felt!) The cue ball will curve in the direction of any English applied to the ball; therefore, a massé shot hit to the right side of the cue ball will curve to the right and so on. How much the ball curves, how sharp the curve is, and how fast the cue ball moves are of course determined by:

- The butt angle of the cue stick
- The cue tip position
- The speed of the stroke

Massé shots are difficult to master, but with some work they can be quite effective. Shown below is a masse shot with a significant amount of curvature — this would mean major damage to a real table if you missed! You definitely should practice for a while before trying a shot like this in a game.

Virtual Pool Tip:
The butt angle readout in the status area makes it easier to reproduce mosse shots. Find out which angles work for certain types of shots and you'll find it much easier to pull them off in game situations.

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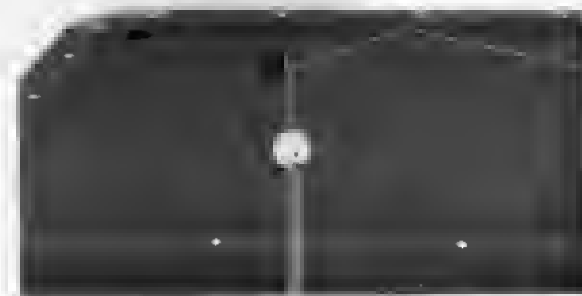
Helpful Hints

- Use the Amplify feature when breaking (taking the first shot of the game).
- Practice with Tracking on until you feel comfortable lining up shots yourself. Experiment with Tracking. Line up difficult shots without Tracking, then turn Tracking on to see how close you were. Remember, anything you learn here can be applied to a real pool table.
- Use the Replay feature to see how you can correct missed shots.
- The force with which you strike the cue ball has an effect on the path the cue ball will take, especially when you add same draw, follow, or English. Use Tracking to experiment with varying force and different cue tip positions.

Glossary

8-ball . . . . .A pool game where the object is to pocket all of the striped or solid balls, saving the 8-ball for last.

9-ball . . . . .A pool game where the object is to sink the 9-ball.

Amplify . . . . .Mouse movements are exaggerated when amplify is on. Toggle Amplify with the shift key.

ball-in-hand . . . .A player who has ball-in-hand can place the ball anywhere on the table or (depending on the game and situation) anywhere behind the head string.

bank . . . . .Playing a ball off of one or more rails and then into a pocket.

break . . . . .The first shot, the one which scatters the racked balls.

call . . . . .Specifying the ball and pocket for a shot attempt.

carom shot . . . . .Playing any ball off an object ball to knock another object ball into a pocket.

combination . . . .Playing a shot that hits multiple object balls in series and pocketing the last object ball hit.

cue ball . . . . .The white ball that you hit with the cue stick so that it strikes the other balls.

cue stick . . . . . . .The stick used to hit the cue ball.

cue tip . . . . .The end of the cue stick that makes contact with the cue ball.

diamonds . . . . . .Markers on the table that are used to assist aiming. The markers and the pockets divide the long side of the table into eight equal parts. The markers divide the short side of the table into four equal parts.

draw . . . . .To hit the cue ball below center.

end rail . . . . . . .The rails at either end of the table.

English . . . . .Hitting the cue ball off center to the right or left producing right or left spin on the ball.

Fine Tune . . . . . .Mouse movements are less sensitive when Fine Tune is on, so mouse movements make small changes. Toggle Fine Tune with the Ctrl key.

follow . . . . .To hit the cue ball above center.

foot . . . . .The end of the table where the balls are racked for the break.

foot spot . . . . . .The center of the foot end of the table, marked by the second diamond at the foot end. This is where the balls are racked and spotted.

faul . . . . .An infraction of the rules of play as defined in either the general or the specific game rules. The penalty depends on game.

frozen . . . . .A ball which is touching the rail or another ball.

head . . . . .The end of the table where the cue ball is placed for the break.

head string . . . .The line between the two center diamonds at the head of the table. You must break from behind this line.

head spot . . . . . .The center of the head string.

house rules . . . .Many pool halls and bars have their own specific set of rules for a game. For instance, many places don't allow masse shots for fear of damage to the tables' felt. Other house rules might cover banking the 8-ball, etc..

inning . . . . .One person's turn at the table. Ends at the end of the game, a missed shot, or a foul.

kiss shot . . . . . .Hitting two frozen object balls at an angle so that an object ball is pocketed along the line perpendicular to the frozen balls.

masse . . . . .A shot in which extreme English is applied to the cue ball by means of elevating the butt of the cue.

miscall . . . . . . .Making a shot other than the one intended.

object ball . . . . .Any ball hit by the cue ball.

pocket . . . . .To legally sink a ball into a pocket. The word "make" is also used.

position . . . . . . .To pocket a ball and leave the cue ball in position for the next shot.

race . . . . .To play a match where the winner is the first to win a specified number of games.

rack . . . . .To set up the balls at the beginning of the game; also, the cluster of balls set up at the beginning of the game.

rails . . . . .The raised edges of the playing surface off of which the balls bounce.

rotation pool . . .A pool game where you have to sink the balls in numerical order. Each ball is worth its number of points.

run . . . . .To make several consecutive balls.

run out . . . . . . .To make all of the balls on the table without giving your opponent a chance to shoot.

scratch . . . . . . .Pocketing the cue ball.

side rail . . . . . . .The rails on the sides of the table.

slop . . . . .A ball that is pocketed by luck.

spot . . . . .To place a ball at the foot spot as the result of a scratch or other foul.

straight pool . . .A game where the balls are worth one point each and can be pocketed in any order. The game is played up to a pre-set number of points.

Tracking . . . . . .Feature of Virtual Pool that shows you the exact path of every ball on the table, based on the current Aim and Force Level.

Win95 Credits

For Celeris:
Production Manager: Steve Chaplin
Original Lead Programming: RAS'PUTIN'
Programmers: Matt Soares, Steve Chaplin, Alan White, Romesh Prakashpalan
Simulation Modeling: RAS'PUTIN'
Game Sound: Steve Chaplin
Program Design: Steve Chaplin, RAS'PUTIN'
Multimedia Production Manager: Ed Ritchie

For Interplay:
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Special Thanks To: Feargus Urquhart, Jay Patel, Ali Atabek, Paul Kellner, Don Williams, and Sean Cromer.

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Lead Vocals by Charlie Clark

Black Ball
Lyrics and Music by Ronald Valdez
Lead Vocals by David Eisley

How 'Bout You
Lyrics and Music by Ronald Valdez
Lead Vocals by Andrea Robinson

Nothing To Say
Music by Rick Jackson
Lyrics by Rick Jackson and Ronald Valdez
Lead Vocals by Randy Crenshaw

Water's Edge
Lyrics and Music by Brian Luzietti
Lead Vocals by Liz Constantine

Musicians Recorded by Milton Chan at The Enterprise, Burbank, CA
Vocals Recorded by Milton Chan at The Record Plant, Hollywood, CA
Bass by Charlie Ewing
Drums by John Wackerman
Guitars by Brian Luzietti
Keyboards by Ronald Valdez
Background Vocals by Andrea Robinson, Angie Jarre, Tommy Funderburk and Roger Freeland

Good Thang
Lyrics and Music by Andre Egans
Produced by Charles Deenen and Andre Egans
Vocals Recorded by Jean ("J.J.") Smit at The Record Plant, Hollywood, CA
All Instruments by Andre Egans
Lead Vocals by Valerie Doby
Background Vocals by Andre Egans and Tasha Barr

VR Into the Night
Lyrics and Music by Gregory R. Allen and Chazz
Vocals Recorded by Jean ("J.J.") Smit at The Record Plant, Hollywood, CA
and by Gregory R. Allen at Interplay Productions, Irvine, CA
All Instruments by Gregory R. Allen
Lead Vocals by De'Netria Champs
Background Vocals by Gregory R. Allen and Chazz

Lose My Way
Lyrics and Music by Ronald Valdez
Produced by Charles Deenen and Ronald Valdez
Vocals Recorded by Jean ("J.J.") Smit at The Record Plant, Hollywood, CA
Keyboards by Ronald Valdez
Guitar by Brian Luzietti

Drum Programming by Ronald Valdez and Charles Deenen

Lead Vocals by Stacy Darin
Background Vocals by Andre Egans and Stacy Darin

All songs Mixed by Jean ("J.J.") Smit at The Record Plant, Hollywood, CA and Soundcastle, Los Angeles, CA, except Good Thang and VR Into the Night Mixed by Charles Deenen at Interplay Productions, Irvine, CA. Lose My Way Mixed by Jean Smit and Charles Deenen at The Record Plant.

All songs Mastered by Steve Hall at Future Disc, except Lose My Way Mastered by Charles Deenen at Interplay Productions, Irvine, CA

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Production Coordinator: Ronald Valdez
Vocal Contractor: Andrea Rabinson
Audio Assistant: Cheryl Posner
Music Editing: Doug Rappaport

Thanks to James Peacock, Rose Mann, Amy Burr, the wonderful staff at The Record Plant, Audio Aflects and Mike Marongell

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Camera Assistant: Dinnis Barth
Production Assistant: Poul Wung
Continuity: Deborah Foegelle
Production Studio: Raleigh Studios, Hollywood, CA.

Camera Gear: Broadcast Plus
Billiard Table: AAA Billiards of Beverly Hills
Voice of "History of Pool": Nick Tate
Documentary Producer: Kate Coe
Opening Animated Sequence: Fred Kaplan
Post Production Facilities: Rhapsody Media Lab
Pacific Ocean Post

Special Thanks: Mike Shamos,
The BilliardArchives
Billiards Digest The Billiards Congress of America
References The Sciences of Pocket Billiards
Jack H. Koehler, Robert Bryne, Standard Book of Pool and Billiards

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